



ELECTRONICS

Programmes

CTRL-Break Disabler

VZ200/300

```
0 *****
1 *DISABLE CTRL-BREAK PROGRAM*
2 * "VZ300/200" BY G.TUNNY*
3 *(C)COPYRIGHT 1988 MAY *
4 *****
5 TM=PEEK(30897)+256*PEEK(30898)-40
10 POKE30897, TM-INT(TM/256)*256:POKE30898, INT(TM/256)
15 TM=TM-1:A=TM-65536
20 FORI=ATOA+34:READD
30 POKEI,D:NEXTI
40 POKE30846, TM-INT(TM/256)*256:POKE30847, INT(TM/256)
50 POKE30845,195
60 REM**REST OF PROGRAM**
70 REM
100 DATA33,253,104,70,203,80,40,02,201,00,33,223,104,70,203
110 DATA80,40,02,201,243,33,44,00,01,00,01,205,92,52,251
120 DATA195,00,00,00,00
```

This small machine code program uses the interrupt to check for the CTRL-break keys. If they are pressed the program counter jumps to the start of ROM and restarts the system. But there are a few basic commands that disable the interrupt, such as DOS commands. It is advised you

save the program before you execute it.

To return the CTRL-break keys back to normal, enter POKE30845,201 and to restart the machine code program, enter POKE30845,195.

G. Tunny
Gorokan
NSW

Screen Dump

```
00010 REM Screen Dump
00020 REM By Ross Gibson
00030 TO CHANGE TO SERIAL PRINTER CHANGE LINE 100 TO OUTL#5 ON
00040 IF YOUR PRINTER DOESN'T NEED A LINE FEED THEN CHANGE THE
00050 LPRINT IN LINE 150 TO LPRINT CHR$(13):
00100 OUTL#1 ON
00110 I=61440:C=16:B=64
00120 D=PEEK(I):IF D>128 THEN LET D=42
00130 LPRINT CHR$(D):
00140 I=I+1
00150 B=B-1:IF B=0 THEN LETB=64:C=C-1:LPRINT
00160 IF C=0 THEN END
00170 GOTO 120
```

This program dumps the contents of the screen to the printer. It is designed to work with a parallel printer but it can be changed by altering line 100 of the program. Note

that all graphic characters are converted into asterisks.

R. Gibson
Yamanto
QLD

Sketch 128

C128

```
10 REM *****
20 REM *** SKETCH 128 ***
30 REM *** J.VELLA JULY 87 ***
40 REM *****
50 SCNCLR
60 PRINT "SKETCH 128 INSTRUCTIONS"
70 PRINT:PRINT
80 PRINT"PLUG PADDLES IN JOY PORT 1"
90 PRINT
100 PRINT"PADDLE 1 CONTROLS HORIZONTAL MOVES"
110 PRINT
120 PRINT"PADDLE 2 CONTROLS VERTICAL MOVES"
130 PRINT
140 PRINT"PRESS ANY KEY TO CLEAR SCREEN"
150 GETA$:IFA$=" "THEN150
160 GRAPHIC1,1
170 X=POT(1):Y=POT(2)
180 DRAW1,X,Y
190 GETA$:IFA$<" "THEN160
200 GOTO170
```

READY.

There are many graphics peripherals available for the C128, from a joystick, to light pen and the rest. This program allows you to use yet another — the paddles. The program uses two paddles to 'sketch' designs on the screen. One paddle controls

horizontal motion, the other controls vertical motion. It is based on a sketchagraph, and any designs that you can create on that, you can create using SKETCH 128.

J. Vello
Tregear
NSW



8-Ball percentages

```
00100 CLS:POKE257,1:STR$(400):A=24:DINN1(A),P(A),W(A),
L(A),P1(A):FORD=1TDA:N16(D)=":NEXTD
00110 G=PEEK(256):IFG=0:A=9:N16(1)="C. Bugg":N16(2)="S. Ford":N1
6(3)="P. Howell":N16(4)="B. Laming":ELSE130
00120 N16(5)="K. Martin":N16(6)="C. Rashleigh":N16(7)="C. Thomps
on":N16(8)="J. Wilsdon":N16(9)="T. Wilsdon"
00130 CURS23,1:UNDERLINE:PRINT"PLAYER PERCENTAGES":NORMAL
00140 CURS5,3:PRINT"PLAYER GAME ":CURS19,3:PRINT"3 G3:CURS29
,3:PRINT"PLAYED WON LOST PERCENT":IFG=0THEN250
00150 M16="LOADING DATA ":GOSUB580:IN#3:OUT#0:OUT#0OFF
00160 INPUTH16:IFH16(1,5)<>"*****"THEN160
00170 A=INT(VAL(H16(6))) :INPUTG:OUT#00N:CURS19,3:PRINT"3 G3:OU
T#0OFF:IFG=0THEN240ELSEFORD=1TDA
00180 INPUTD16:IFINT(VAL(D16(1,5)))=0:D16=D16(6)ELSEM16="LOADI
NG ERROR ":GOSUB580:IN#0:OUT#0:PLAY24,0:24:STDP
00190 X=SEARCH(D16,"1"):N16(D)=D16(1,X-1):D16=D16(X+2)
00200 X=SEARCH(D16,"2"):P(D)=INT(VAL(D16(1,X-1))):D16=D16(X+1)
00210 X=SEARCH(D16,"3"):W(D)=INT(VAL(D16(1,X-1))):D16=D16(X+1)
00220 X=SEARCH(D16,"4"):L(D)=INT(VAL(D16(1,X-1))):D16=D16(X+1)
00230 P1(D)=VAL(D16):OUT#00N:GOSUB520:OUT#0OFF:NEXTD
00240 IN#0:OUT#0:PLAY24,0:24
00250 G=0+1:FORD=1TDA:M16=N16(D):IFD=1:M16=M16+" <B>ye"
00260 M16=M16+" <W>on <L>ost <CR>(didn't play) game"+STR(G)+" ":
GOSUB580
00270 U16=KEY:IFU16<>"W"ANDU16<>"L"ANDU16<>CHR(13)ANDU16<>"B"THE
N270
00280 IFU16="B"ANDD=1:NEXT# D 350
00290 IFU16<>CHR(13):P(D)=P(D)+1ELSE310
00300 IFU16="W":W(D)=W(D)+1ELSELET L(D)=L(D)+1
00310 GOSUB520:NEXTD
00320 CURS19,3:PRINT"3 G3
00330 M16="SORTING DATA ":GOSUB580:5=0:GOSUB640:FORD=1TDA
00340 GOSUB520:NEXTD
00350 IFD=1:CURS15,4:PRINT" BYE"
```

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